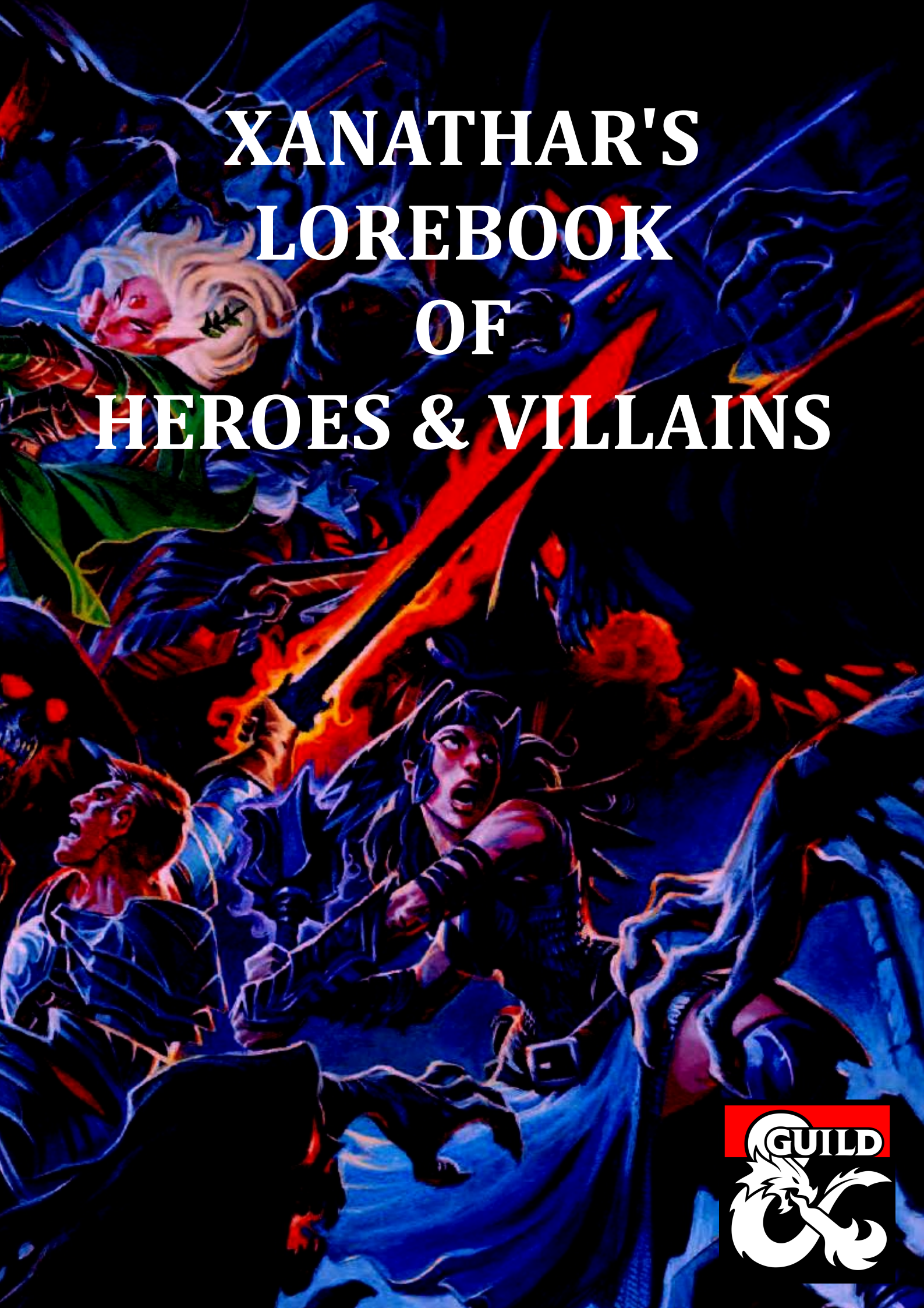
XANATHAR'S LOREBOOK OF HEROES & VILLAINS



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INTRODUCTION

I've always been a nobody. For much of my early life, I was just another orphan on the streets of Skullport. My only real talent was my eerily precise memory. While this might seem like a useful talent to some, when you're living on the streets of Skullport, you'd much rather be blessed with nimble fingers or a silver tongue; something that would let you actually earn some coin.

Fortunately for me, I did eventually find employment of a sort. The Xanathar Guild had heard of my abilities and sent someone to fetch me and take me to their headquarters. There I met the Xanathar, who was impressed by my skills and so kept be close at hand.

I guess I was meant to be a slave, but my unique skills meant I was well cared for, at least compared to my life on the streets. My work wasn't hard; I was placed in charge of memorising and later transcribing everything that was said or done at the Xanathar's meetings. I was also tasked with reading, memorising, and organising the Xanathar's vast collection of books, scrolls, and miscellaneous documents.

For you see, the Xanathar is obsessed with amassing information in all forms. The crime lord seems to be especially interested in hearing about life, death and mortality. I confess that this morbid fascination eventually rubbed off on me. The more I spoke to the Xanathar about tales of folk who had struggled against mortality, the more I began to think about the inevitability of my own demise.

I'd always been taught that no one truly dies, so long as they are remembered. The problem was, the more I read, the more I saw just how easy it was to be forgotten. I read so many tales of heroes and villains that I'd never have heard of if not for the Xanathar's library. Some of these folk had changed the world in small ways, others had been responsible for shaking up the Realms, but death had come to them all, and their deeds had largely been wiped away by the fickle hand of history.

I began to wonder what I'd have to do to ensure that I'd be remembered. The problem was that, the more I read, the more I wondered if there was anything left to do. It seemed as though every mountain had been climbed, every ruin had been plundered, every major conflict had either been settled centuries ago or had fallen into a state of immutable stagnancy. It felt as though we were living in the shadow of greatness and that there was no point in even trying to achieve fame or glory.

A lot of this tied back into the themes of death and mortality. Ours is a world that has seen many cataclysms. So many great civilisations have fallen, and their secrets have been lost with them. As their knowledge and memories died, so too did our hopes of replicating their feats. Even our greatest wizard today couldn't hope to match the ability of the Netherese arcanists, the Imaskari artificers, or the elven High Mages.

Of course, the average person doesn't stand much chance of becoming the world's greatest wizard, or even the tenth greatest wizard. One of the other things I noticed was the fact that, the few who do make a lasting name for themselves, tend to be blessed by the fates or the gods. They have unique advantages that allowed them to rise so high; the average person

having no hope of matching their abilities.

However, even these great figures of legend can't hope to be remembered forever. As we've seen by the Time of Troubles, the Spellplague, and the Second Sundering, it's easy for Faerûn to be turned on its head; all the great deeds of various heroes and villains being wiped away in the ensuing chaos. We've also seen how easy it is for the mighty Netheril and Imaskar to fall; know that it's only a matter of time before our own civilisation turns to dust and our champions are forgotten.

I hope to combat the encroaching obscurity, though. I spoke with the Xanathar at length about this, and we both agreed that it was better to struggle against the spectre of death than to mope around doing nothing. Utilising the Xanathar's vast repository of knowledge, I decided to put together a guide to the heroes and villains of the Realms, one that would help some folk gain the fame that they so rightly deserve.

More cynically, I guess this is also my way of trying to be remembered. I know I'm doomed to be a mere footnote in the book of history, if even that. However, maybe through this tome, I can be remembered as something more than just a strange girl from the streets of Skullport. Maybe, through this book, I will gain some small measure of immortality.

— Arizza Monteskor

A-Z of Heroes & Villains

Allisa Mistwalker

Allisa Mistwalker, also known as Allisa of the Mists, is a wandering paladin. The fact that she constantly travels and only stays long enough to help those in need means that very little is known about her. There are songs about her heroic deeds going back over a century, which is odd, as she looks little more than a few decades old.

Allissa wears golden armour and a winged helmet. She is usually seen riding her unicorn steed, Cissl. She combines the best traits of a paladin, is a strong defender of the innocent, but also gentle and caring to those in need. There's no telling where or when she'll show up to help those in need.

Allisa's Statistics

Allisa is a human **paladin** (see Appendix B) with the following changes:

- She is lawful good. She speaks Common and Sylvan.
- She wears *plate armour of necrotic resistance* and wields a *+2 shield*, increasing her AC to 22.
- She wields a *holy avenger* longsword.

Baeloth Barrityl

Baeloth Barrityl, or Baeloth the Entertainer as he prefers to be known, is the ringmaster of the Circus of Blood. This “circus” is little more than a gaudily decorated gladiatorial arena located somewhere in the Underdark. Utilising powerful magic from his enslaved djinn, Baeloth is able to abduct monsters and adventurers from all across Faerûn and the Underdark, and force them to fight in his arena.

Those who fight well are granted prizes and even their freedom. Some have even taken to actively seeking out the Circus of Blood in the hopes of fighting in it. Curiously, while there are always competitors, no one is ever seen entering the circus as a spectator. Despite this, participants who make it back from the Circus of Blood report hearing cheering and applause coming from up in the darkened stands.

Baeloth is a drow who dresses like a in a black top hat and tailcoat, both of which are adorned with a bone-like motif. He exudes a forced charisma, speaks in an enthusiastic manner, and uses alliteration wherever possible. While he acts friendly and welcoming, he is an egotistical despot; his entire circus being an excuse for him to show off his skills as a sorcerer and as an entertainer.

BAELOTH'S STATISTICS
Baeloth is a drow **sorcerer** (see Appendix B) with the following changes:

- He is chaotic evil. He speaks Common, Elvish, and Undercommon.
- He has darkvision out to 120 feet.
- He has advantage on saving throws against being charmed, and magic can't put him to sleep.
- While in sunlight, he has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
- He has the Innate Spellcasting trait.

Innate Spellcasting. Baeloth's spellcasting ability is Charisma (spell save DC 17). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*
1/day each: *darkness*, *faerie fire*

CASSANA PRAKIS

Cassana and Zrie were once a pair of idealistic young mage apprentices who fell in love. However, their studies forced them to part ways and, by the time they were reunited, their apprenticeships had turned them both into bitter, power-hungry egotists. Rather than embracing each other, they broke into a magical duel. Cassana came out on top, slaying Zrie with her superior wits and will.

However, that wasn't the end of Cassana and Zrie. Invoking powerful necromancy magic, Cassana eventually resurrected Zrie as a lich under her control. With his aid, she then began setting in motion plans to amass more power and control. One of these plans eventually led to her demise, causing her to be resurrected in the body of a dormant clone she'd had the foresight to set aside.

Unfortunately for Cassana, her understanding of cloning magic had been imprecise, causing her new body began to undergo clone degeneration. She tried to create a new body for herself, but the clone degeneration carried over to each new body she created. Desperate to avoid death and decay above all else, she resorted to vampirism to survive.

Her vampirism alleviated her clone degeneration but created new problems. Her intense pride caused her to despise her vulnerability to something as mundane as sunlight. As such, she retreated to the Shadowfell, far from the gaze of the sun, where she made a new life for herself.

Cassana now lives alongside her husband Zrie in a manor on the Shadowfell. They have seven daughters (who are actually modified clones of Cassana that she turned into vampire spawn), and are tended to by many servants. These servants have been instilled with slavish loyalty to Cassana. They regularly travel through nearby shadow crossings to raid the Material Plane for supplies.

Cassana resembles a pale-skinned, blonde-haired human woman with green eyes and high cheek bones. She is incredibly proud and domineering. She loves to exercise her power over others. For example, she has been known to throw incredibly elaborate and decadent balls, which abductees are “invited” to. She and her daughters then playfully court their guests before eventually feasting on them.

CASSANA'S STATISTICS
Cassana is a **vampire** with the following changes:

- She is neutral evil. She speaks Common, Draconic, Elvish, and Undercommon.
- She has an Intelligence of 20 (+5).
- She carries a magical rod. It acts as an arcane focus and, while she holds it, she can use a bonus action to issue a command to Zrie Prakis. The rod has 12 hit points, an AC of 20, and can only be damaged by very rare or legendary magic items. If it's destroyed, Zrie suffers the same fate.
- She has the Spellcasting trait.
- She has a challenge rating of 16 (15,000 XP).

  Spellcasting. Cassana is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Cassana has the following wizard spells prepared:

  Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*, *mending*, *prestidigitation*, *ray of frost*
  1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*
  2nd level (3 slots): *detect thoughts*, *mirror image*
  3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *lightning bolt*
  4th level (3 slots): *blight*, *dimension door*, *greater invisibility*, *wall of fire*
  5th level (3 slots): *geas*, *scrying*
  6th level (1 slot): *disintegrate*, *globe of invulnerability*
  7th level (1 slot): *finger of death*, *plane shift*
  8th level (1 slot): *feeblemind*, *mind blank*
  9th level (1 slot): *time stop*

DRAN DRAGGORE

Dran Draggore is an ambitious ancient red dragon. He once tried to take over Waterdeep but was thwarted when a group of adventurers sent by Khelben Blackstaff made their way into his inner sanctum and slew him.

Fortunately for him, he was eventually given new life by one of the very tools of his own demise, the *Starfire Sceptre* (see Appendix A). Because his resurrection occurred within the city of Waterdeep, he was able to bypass *Ahghairon's dragonward*, which would otherwise keep dragons at bay.

Dran Draggore is capable of taking any humanoid form, though prefers to take the form of male humans. He is imperious and cunning. He also bears a grudge against those who have wronged him, especially those responsible for his demise. He is fond of hunting down the descendants of the adventurers who slew him, and has an incredibly nasty fate planned for the latest Blackstaff of Waterdeep.

DRAN DRAGGORE'S STATISTICS
Dran Draggore is an **ancient red dragon** with the following action:

> ***Change Shape.*** Dran Dragorre magically polymorphs into a humanoid that has a challenge rating no higher than his own, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Dran Dragorre's choice).
>
> In a new form, Dran Draggore retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Eldrith the Betrayer

Eldrith was once a hero who repeatedly led the armies of Baldur's Gate to victory. She was well-loved and greatly respected. However, a conflict between her and the Grand Dukes of Baldur's Gate escalated until it led to Eldrith's death.

Folk are divided on who is to blame for her death. Some point out how she refused orders to break off assault against a group of orcs, leading to the death of her men; also point out how she eventually attempted to lay siege to Baldur's Gate. Others point out that the Grand Dukes refused to send the reinforcements she needed help to finishing off the orcs; that they banished her from her own city; and that they had her hunted down and killed rather than having her apprehended so that she could stand trial.

Regardless of whether she was truly Eldrith the Betrayer or Eldrith the Betrayed, the anger and hatred she felt at her moment of death allowed her to return as a death knight. Over a century after her death, she led an alliance of monsters and evil humanoids against Baldur's Gate, before eventually being cut down by a group of heroes.

Since then, there have been many rumours of her possible return. Some claim she is still a twisted creature of undeath with a grudge against Baldur's Gate. Others believe the heroes who fought against her managed to redeem her, turning her into a force for good once more. These people claim she now slumbers in wait; will one day return to save Baldur's Gate in its hour of need.

Eldrith's Statistics

Eldrith is a **death knight** with the following changes:

- She is lawful evil or lawful good. She speaks Abyssal, Celestial, and Common.
- She wears a crown that functions as an *Ioun stone of mastery*, and a cloak that functions as a *ring of spell turning*.
- She wields a partially corrupted *holy avenger* longsword. If wielded by a paladin of evil alignment, instead of dealing an extra 2d10 radiant damage to fiends and undead, the longsword deals an extra 2d10 necrotic damage to celestials and fey.

Favria

Favria was born as a slave to a clan of Asmodeus-worshipping duergars. She escaped captivity, but retained a fascination with the god of devils. She eventually made her way to Neverwinter, where she joined a covert group of Asmodeus worshippers who sought to take control of the city.

However, when their leader died, the cult fractured, as did Favria's faith in Asmodeus. She has since found herself flitting back and forth between a number of organisations seeking to take control of Neverwinter; acting as an elite enforcer in whatever faction she joins. However, no matter who she joins up with, no one seems able to give her the type of power that she seeks.

Favria is a dwarf with a mane of white hair. She has many scars from her time as a slave of the duergar. She is more of a follower than a leader, and is more into straightforward aggression than the cunning and politics that plagues many organisations within Neverwinter. Despite her lack of interest in leadership, she has a number of loyal followers, who join her as she flits back and forth between different organisations.

FAVRIA'S STATISTICS

Favria is a dwarf **assassin** with the following changes:

- Favria is neutral evil. She speaks Common and Dwarvish.
- Her speed is 25 feet, and she has darkvision out to 60 feet.
- She has resistance to poison damage and advantage on saving throws against poison.
- She has advantage on saving throws against being charmed or frightened.

GAMALON IDOGYR

Gamalon Idogyr was once the Sage of Tethyr. However, when a magical accident killed his wife, he became more insular. As he became more cut-off from the world around him, he eventually retreated to Wyrmport, a city located amidst the Tears of Selûne.

In Wyrmport, Gamalon runs a successful curios shop, which specialises in the buying and selling of magic items. He keeps the most powerful and interesting items for himself. One such item is a mirror which holds an imprisoned pit fiend. Every decade, Gamalon plays a game of chess against the pit fiend. If he wins, the pit fiend prevents him from ageing for another ten years; if the pit fiend wins, Gamalon has promised to release it. Thus far, Gamalon has effortlessly won every single game, but the pit fiend's chess skills are steadily improving.

Gamalon is a bald Tethyrian human with a grey goatee. There is a scar down the left side of his face, and his left eye has been replace with a green gem. His friendliness masks his intense pride in his own intellect and magical ability. He loves testing out his own intelligence; can't resist a mystery or puzzle. In his spare time, he tries to track down the probable location of lost magic items; sometimes hires trustworthy adventurers to fetch them for him.

GAMALON'S STATISTICS

Gamalon is a human **archmage** with the following statistics:

- He is chaotic good. He speaks Celestial, Common, Draconic, Dwarvish, Elvish, Gnomish, Infernal and Primordial.
- His left eye is a *gem of magesight*. While he wears it, he has darkvision out to 60 feet, and gains the benefits of the *detect magic* spell.

HAGAR HLUTWIGSSON

Hagar Hlutwigsson is the son of an Uthgardt barbarian and an annis hag. He was cast out of his own tribe at a young age, and became a wanderer. He has since amassed a number of followers (mostly thugs, half-orcs, and Uthgardt outcasts), which has come to be known as the Hand of Hagar. They do dirty work for anyone who's willing to pay them; are typically found somewhere in or near Waterdeep.

Hagar is large and muscular, causing some to mistake him for an orc or half-ogre. He has pallid blue skin, a mane of black hair, and glowing red eyes. He has also been blessed as the Chosen of Malar, allowing him to transform into a bear with blue-hued fur. Hagar often seems like a

simple thug at first glance, though there is a deviousness to him that has allowed him to always stay one step ahead of the law.

HAGAR'S STATISTICS
Hagar is a hagspawn **werebear** with the following changes:

- He is chaotic evil. He speaks Common and Orc.
- He has 225 (30d8 + 90) hit points, and a Strength of 24 (+7).
- He has darkvision out to 60 feet.
- He wields a *+3 greataxe* and wears hide armour, giving him an AC of 12 in his human form.
- A humanoid bitten by Hagar automatically succeeds on its saving throw against werebear lycanthropy.
- He has the Reckless trait.
- He has a challenge rating of 9 (5,000 XP).

Reckless. At the start of his turn, Hagar can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

IYRACLEA

Iyraclea was once a Chosen of Auril, who operated in the far north, trying to spread the ice of the Great Glacier further south and ensnare all of Faerûn in a wintry tundra. She amassed many artefacts to aid her in achieving this goal, one of which was the *Gatekeeper's Crystal* (see Appendix A), which she used to destroy the city of Myth Ondath.

She was eventually killed when a dracolich ally turned on her. However, after a century of penance, Auril gave her life once more; wrapping Iyraclea's soul in a piece of her icy essence, and sending her back to Faerûn to resume her plans for bringing about an endless winter.

Iyraclea appears to be a pale-skinned human with icy, blue hair. She dresses in clothes woven from ice and mist. She is capable of growing icy talons. She is cold-hearted and is fanatically loyal to Auril. She has rallied many creatures of the Great Glacier to her cause, including arctic dwarves, albino hobgoblins, ice trolls, frost giants, and several tribes of human barbarians. However, due to her bad experience with a dracolich, she refuses to ally with draconic creatures.

IYRACLEA'S STATISTICS
Iyraclea is an **ice devil** with the following changes:

- She is Medium and isn't a devil.
- She is neutral evil. She speaks Abyssal, Common, Draconic, Giant, and Infernal. She lacks the Telepathy trait.
- She has a Charisma of 24 (+7).
- She lacks the Bite and Tail actions, and can make four claw attacks with her Multiattack.
- She has the Ice Walk and Innate Spellcasting traits.
- She has a challenge rating of 16 (15,000 XP).

Ice Walk. Iyraclea can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra moment.

Innate Spellcasting. Iyraclea's innate spellcasting ability is Charisma (save DC 20). She can innately cast the following spells, requiring no material components:

At will: *control weather*, *fog cloud*, *misty step*, *sleet storm*
3/day each: *armour of Agathys* (as a 7th-level spell), *cone of cold*, *ice storm*, *Otiluke's freezing sphere*

Jhaer Darksong

Jhaer Darksong was once a heroic bard known as Jhaer Brightsong. However, while exploring ancient ruins, she was stuck by a demonic curse, which corrupted her soul. She slowly became more malicious; using her bardic magic to cause chaos and confusion wherever she went.

Jhaer Darksong is a moon elf with pale skin and bluish hair. She travels from town to town, often appearing as nothing more than a friendly, wandering bard. Beneath the friendly facade, though, she is incredibly sadistic and takes delight in causing chaos and harm. She especially likes getting adventurers into trouble with the locals; using her magic to frame them for an assortment of crimes.

Jhaer's Statistics

Jhaer is an elf **high bard** (see Appendix B) with the following changes:

- She is chaotic evil. She speaks Common and Elvish.
- She has darkvision out to 60 feet.
- She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Kyrie

Kyrie was once a human thief who delighted in stealing from rich nobles across the Sword Coast. However, when she died during a trip to Undermountain, a druid used the *reincarnate* spell on her, resurrecting her as a half-elf.

Using her new form as an opportunity to make a fresh start, she turned away from her life as a thief and became a bounty hunter instead. She has access to a wide number of contacts, allies, and informants across western Faerûn; specialises in the locating and retrieving of stolen items.

Kyrie is a half-elf with bronze skin and dark, golden hair that is kept short. She hides her cunning beneath a friendly exterior. Some suspect that she may have a hand in the initial disappearance of many items that she winds up returning, however there's never been any definitive proof of her involvement in any crimes since her reincarnation.

Kyrie's Statistics

Kyrie is a half-elf **spy** with the following changes:

- She is chaotic good. She speaks Common, Elvish, and thieves' cant.
- She has darkvision out to 60 feet.
- She has advantage on saving throws against being charmed, and magic can't put her to sleep.
- She wields a *shortsword of warning* and wears a *cloak of displacement*.

Larrana Vestel

Larrana Vestel was a guide and guard who accompanied adventurers across dangerous regions of Laerakond. She charged highly but was greatly respected for her knowledge and skill. One mission involved her helping a group of adventurers retrieve a powerful artefact from the Glaur Barrens and aiding them in transporting it back to Waterdeep.

However, during their sea voyage, the artefact activated on its own, unleashing an explosion of magical energy. Their ship was destroyed and Larrana went sinking beneath the waves. The last thing she saw before losing conscious was a mysterious blue light.

When she awoke, she was on the western shore of Faerûn. She quickly discovered that five years had somehow passed between the explosion and her waking up. In that time, the Second Sundering had occurred, casting Laerakond back to Abeir.

Seeing no way of getting back to Laerakond, she decided to make a new life for herself in Faerûn. She specialises as a survivalist and also uses her experience in Laerakond to aid adventurers in hunting down Abeiran artefacts scattered across Faerûn.

Larrana is short, muscular, and slouched. She has braided brown hair, and a scar across her face from a time she fought a weretiger. She is willing to take almost any job, so long as the pay is good. Beneath her gruff, mercenary exterior is the keen mind of a scholar.

LARRANA'S STATISTICS
Larrana is a human **scout** with the following changes:

- She is lawful neutral. She speaks Common, Draconic, and Primordial.
- She has 88 (16d8 + 16) hit points.
- She can make three attacks with her Multiattack.
- She has a challenge rating of 3 (700 XP).

MINDER

Minder was once a dwarf adventurer who accompanied the great mage Dwalimar Omen on his attempt to claim the *Astrolabe of Nimbral* (see Appendix A). While they were successful, Minder was gravely injured and was at death's door. In desperation, Dwalimar took her soul and transferred it into an iron golem.

Using the astrolabe, Minder and Dwalimar went on many adventures together, gathering powerful magical artefacts on behalf of Halruaa. When Dwalimar died, Minder took the astrolabe and hid it away in the deepest dungeon she could find. It's said that she still stands guard over the astrolabe; ensuring that only those who prove their worth can claim it.

Minder has the body of an iron golem. It has been melted down and reforged several times. Her present form is that of a giant, armoured dwarf woman wielding a giant axe. She is calm, stoic and has a strong sense of duty. Her iron body means she feels no hunger, thirst, pain, or fatigue. This, combined with her steely resolve, means that she can overcome almost any obstacle, given enough time.

MINDER'S STATISTICS
Minder is an **iron golem** with the following changes:

- She is neutral good. She speaks Common and Dwarvish.
- She has an Intelligence of 14 (+2), a Wisdom of 17 (+3), and a Charisma of 12 (+1).
- She isn't immune to psychic damage, and isn't immune to the charmed and frightened conditions.
- She lacks the Poison Breath action.

NERYS KATHON

Nerys Kathon is a priest of Kelemvor from Baldur's Gate. She has been involved with many heroic deeds across the Sword Coast. On one of her many adventures, she was bitten by a werewolf and afflicted with the curse of lycanthropy.

In an attempt to rid her of the affliction, a fellow priest of Kelemvor tried to perform a dangerous and experimental purging ritual on her. At first, the ritual seemed to work. However, shortly afterwards, rumours started to spread of a dark creature stalking Baldur's Gate. In time, Nerys came to realise that the ritual hadn't destroyed her lycanthropic side; had instead removed it and given it a form of its own.

Nerys is a tall, muscular, human woman. She has pale skin, black hair, and wears dark eyeshadow around her eyes. She wears a wolfskin cloak. She often comes across as cold and detached, though has a caring and gentle side. She is presently seeking adventurers to join her in hunting down her evil lycanthropic counterpart.

NERYS'S STATISTICS
Nerys is a human **priest** with the following changes:

- She is lawful good. She speaks Common and Dwarvish.
- She has a Strength of 16 (+3), a Dexterity of 14 (+2), and wears a breastplate, giving her an AC of 16.
- She wields a silvered greatsword.

OLSHEIRIE

Olsheirie was once a fey spirit who worked alongside several others to protect the Moonwood from incursions by humanoids. However, when she tried to make peace with humans through diplomacy and compromise, her fey allies turned on her and bound her essence to a tree, transforming her into a dryad.

She now lives in an oak tree within the Moonwood, and is unable to leave the small glade that surrounds it. The glade houses a great deal of ambient fey magic. She can use the small pool of clear water in the centre of it to scry on locations across the Moonwood, and can twist and bend the woods surrounding the glade, making it either easier or harder to find, depending on who is looking for it.

While she is unable to leave the glade, she is still devoted to protecting the Moonwood against threats. As such, she welcomes heroic adventurers into her glade and promises to watch over

them while they rest, in return for them dealing with any nearby threats to the Moonwood that she has noticed.

She is friendly and polite to those who she sees as heroic. However, those who pay close attention to her can see that her friendly exterior hides a deep sorrow. She longs to be freed from the magic the binds her to the glade. Unfortunately, not even the greatest of mages have been able to break the fey curse that has been placed upon her.

OLSHEIRIE'S STATISTICS
Olsheirie is a **dryad** with the following changes:

- She is chaotic good. She speaks Common, Elvish and Sylvan.
- She can innately cast the *sending* spell three times per day, requiring no material components.
- She can innately cast the *dream* spell once per day, requiring no material components.

POXBRINGER

Poxbringer was once a powerful human wizard known simply as Pox. However, by utilising secret rituals said to be found within the *Tome of the Dragon* (see Appendix A), she was able to transform herself into a lich and, from there, into a dracolich.

As a dracolich, she hungers for power and wealth. She operates from a hidden lair, fostering a following of fanatical cultists and ambitious underlings. She uses them to accrue a vast amount of wealth, as well as agents throughout the surrounding settlements. While highly intelligent, she often struggles to control her draconically enhanced emotions. Greed, pride and anger frequently get the better of her, especially when it comes to adventurers and treasures that catch her eye.

POXBRINGER'S STATISTICS
Poxbringer is an **ancient green dracolich** with the following trait:

> ***Spellcasting.*** Poxbringer is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Poxbringer has the following wizard spells prepared:
>
> Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*
> 1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*
> 2nd level (3 slots): *detect thoughts*, *invisibility*, *Melf's acid arrow*, *mirror image*
> 3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*
> 4th level (3 slots): *blight*, *dimension door*
> 5th level (3 slots): *cloudkill*, *scrying*
> 6th level (1 slot): *disintegrate*, *globe of invulnerability*
> 7th level (1 slot): *finger of death*, *plane shift*
> 8th level (1 slot): *dominate monster*, *power word stun*
> 9th level (1 slot): *power word kill*

QUTHNORAK

Quthnorak is a mind flayer who dwells in the Underdark beneath the Dalelands. It is uninterested in domination or conquest; only seeks to expand its understanding of the

intersection between magic and psionics. As such, it has established a school, known as the Quthnor Academy, which is devoted to exploring the art of psionic sorcery.

The mind flayer is willing to teach anyone who seems to have the knack for psionic sorcery. It funds its school by hiring out its students as psionic spies and assassins to various factions within the Underdark. As their studies progress, Quthnorak's students are gradually instilled with loyalty to the mind flayer and are driven to share its hunger for knowledge.

Those students who seem especially ruthless in their pursuit of knowledge are given access to Quthnorak's secret laboratory beneath the school. There, they perform a whole manner of unsavoury experiments. These experiments often involve dissecting the brains of less promising students or students who tried to leave the academy, in the hopes of finding the part of the brain responsible for their psionic sorcery.

While evil to the core, Quthnorak, does a good job of playing the part of a harmless teacher. To a casual observer, Quthnorak's only flaw seems to be that it is absent-minded and easily gets lost in its own research. Similarly, at first glance, Quthnor Academy appears to be an ordinary place of learning, except for the fact that it is located in the Underdark and is run by a mind flayer.

QUTHNORAK'S STATISTICS

Quthnorak is a **mind flayer** with the following changes:

- It speaks Common, Deep Speech and Undercommon.
- Its Charisma is 19 (+4).
- It has the Psionic Spellcasting trait.
- It has a challenge rating of 8 (3,900 XP).

Psionic Spellcasting. Quthnorak is a 12th-level spellcaster. Its spellcasting ability is Charisma (save DC 15, +7 to hit with spell attacks), and its spells require no components. Quthnorak knows the following sorcerer spells:

Cantrips (at will): *mage hand*, *mending*, *message*, *minor illusion*
1st level (4 slots): *charm person*, *magic missile*, *shield*
2nd level (3 slots): *hold person*, *suggestion*
3rd level (3 slots): *clairvoyance*, *fear*
4th level (3 slots): *confusion*, *dimension door*
5th level (2 slots): *dominate person*, *telekinesis*
6th level (1 slot): *mass suggestion*

RAMAS-TETH ANKH

Ramas-Teth Ankh was once a member of the Guardians of the Weave, an organisation devoted to protecting the Weave. When Mystra was killed a century ago, the Weave collapsed, causing the Spellplague. With the Weave gone, the Guardians were dissolved, prompting Ramas-Teth to go on a journey both spiritually and physically to find a means of restoring the Weave.

His journey is said to have taken him on a journey across the planes and even through the gates of life and death. From his journey, he gained insight into how the Weave functioned across the multiverse, and what made the Weave of Toril so vulnerable to collapse and corruption.

By the time he returned, Mystra and the Weave had been successfully restored. However,

while he was pleased by the restoration of the Weave, he was less thrilled by Mystra's return. During his travels, he had come to believe that it was Mystra's existence that made the Weave vulnerable to destruction. So long as her divine essence was interwoven with the threads of magic, any time she died, her death rippled across the Weave, causing immeasurable amounts of chaos and destruction.

As such, he reformed the Guardians of the Weave. This new version of the Guardians of the Weave is devoted to finding a way to safely remove Mystra from the Weave. They use their vast wealth and network of allies to hire adventurers and mercenaries to gather research and artefacts necessary for their goals. However, the Church of Mystra see his organisation as heretical, and have begun to hire adventurers of their own to thwart his mercenaries.

Ramas-Teth is a tall, thin Mulhorandi human with a shaved head. He dresses in simple, silk white robes and adorns himself with golden Mulhorandi jewellery. He is a skilled diplomat and has the detached wisdom of someone who has experienced all the wonders that the multiverse has to offer.

RAMAS-TETH'S STATISTICS
Ramas-Teth is a **mummy lord** with the following changes:

- He is lawful neutral. He speaks Celestial, Common, Draconic, Dwarvish, Elven, Gnomish, and Primordial.
- As a bonus action, he can mask his shrivelled flesh and appear as a living Mulhorandi human. The magical illusion lasts until he ends it as a bonus action or until he uses his Dreadful Glare action. The effect also ends if he takes fire damage or if *dispel magic* is cast on him.
- He has *speak with dead*, *commune*, *flame strike*, and *blade barrier* prepared in place of *animate dead*, *contagion*, *insect plague*, and *harm*.

SEMAJ OBARSKYR

Semaj is a spellcasting mercenary. Not much of his history is known, though his alleged surname implies that he may be distantly related to the Cormyrean royal family. He is willing to work for just about anybody, so long as the pay is good. He dislikes putting himself in harm's way and so often works to aid his employers from behind the scenes; only facing his employers' foes directly as a last resort.

Semaj is a thin, crooked, Chondathan human. He is bald and likes to dress in fine robes. He is said to be over a century old, though still somehow clings onto life. He is fierce and ruthless when pursuing the goals of his employers. The only thing he cares more about getting paid is his own survival.

SEMAJ'S STATISTICS
Semaj is a human **mage** with the following changes:

- He is lawful evil. He speaks Common, Draconic, Infernal, and Primordial.
- He wears a *ring of fire resistance* and carries a *wand of secrets*.
- He has *dimension door*, *Evard's black tentacles*, and *teleportation circle* prepared in place of *fly*, *ice storm*, and *cone of cold*.
- He has the Conjurer's Retreat reaction.

  Conjurer's Retreat (1/Day). In response to taking damage, Semaj teleports up to 240 feet in a direction of his choice. If the place he would arrive in is already occupied by an object or a creature, the teleportation fails.

THUNDERSTORM

Morideer Khün, also known as Thunderstorm (his name translated into Common), is a nomadic mercenary. He travels the Realms on horseback, in search of battles to be waged and rewards to be reaped. He is an accomplished fighter, having won many battles and survived for many years.

His long life is something of a mystery. He is an ordinary human and yet there are accounts of him dating back two centuries. Some believe that, amongst the many rewards and treasures he's acquired, one or more of them grants him extended longevity. Others claim that various magical accidents have thrown him either backwards or forwards in time.

Regardless of when and where he's found, "Thunderstorm" often comes across as distant and aloof. He is a tall, muscular man with long, black hair. His attire is often mismatched magic armour and accessories he's picked up on his travels. He cares little for idle chatter, only with getting paid and practising his skills as a fighter.

THUNDERSTORM'S STATISTICS

Thunderstorm is a human **gladiator** with the following changes:

- He is chaotic neutral. He speaks Common.
- He wears *plate armour of thunder resistance*, and wields a *+1 shield*, giving him an AC of 21.
- He wears a *belt of stone giant strength*, giving him a Strength of 23 (+6).
- He wields a longsword that functions as a *staff of thunder and lightning*, and carries three *javelins of lightning*.

URDOGEN

In life, Urdogen was a vicious pirate captain who dominated the Inner Sea. So merciless were his raids, that the nations of surrounding the Inner Sea united against him in an assault against his stronghold. Urdogen managed to flee in his ship, the *Raging Tears*. However, as he fled and swore vengeance on his foes, a strange mist surrounded his ship, transporting it to the Demiplane of Dread.

There, Urdogen was transformed him into a wraith, and his crew into spectres. While bound to the demiplane, his oath of vengeance still draws him back to the Material Plane. On moonless nights, an unnatural mist sometimes carries Urdogen's phantom ship back to the Inner Sea. He and his crew then carry out a bloodthirsty series of attacks against all ships they come across until day breaks and they're banished back to the Demiplane of Dread.

URDOGEN'S STATISTICS

Urdogen is a **wraith** with the following changes:

- He is chaotic evil. He speaks Common.
- If Urdogen is destroyed on the Material Plane, his essence returns to the Demiplane of Dread, where his incorporeal body reforms.
- Urdogen can have up to forty spectres under his control at a time. If he is destroyed, the spectres under his control are immediately banished back to the Demiplane of Dread.

Vaeren Dragonskorn

Vaeren Dragonskorn is the captain of the *Sword of the Clouds*, a Halruaan skyship. He and his crew fly through the skies above Faerûn, delivering messages, goods, and envoys for those who can afford it. They also engage in a little piracy on the side, smuggling sometimes, and carrying out daring midnight robberies on other occasions.

Captain Vaeren loves to play the part of a daring and dashing scoundrel. He especially loves pushing his luck, and always seems to come out on top; so much so that some claim that he has been blessed by Tymora.

Most recently, his "blessing" came in handy when his ship was attacked by a mage. The mage appeared suddenly on the deck of the ship and started demanding an item in his possession, acting condescending all the while. Despite the fact that the mage claimed to abhor violence, and could have easily avoided bloodshed if she wanted to, a fight quickly broke out. Many of Vaeren's crew were injured and Vaeren himself was thrown off the edge of his ship.

That should have been the end of him. However, as luck would have it, a silver dragon happened to be passing beneath the ship at the time. The dragon caught Vaeren as he fell and delivered him safely back to the ship. While the close brush with death would have humbled anyone else, Vaeren is now more likely than ever to pick a fight with haughty spellcasters.

Vaeren is an elderly Chondathan human, with long, grey, shaggy hair. He is thin and spry. He sees himself as an adventurer; feels a strong kinship with adventurers who charter a flight on his ship, especially those of a chaotic persuasion. While he can come across as friendly and personable, he is quick to anger if he thinks he isn't being given the respect he feels he deserves.

Vaeren's Statistics

Vaeren is a human **bandit captain** with the following changes:

- He is chaotic neutral. He speaks Common and Draconic.
- He wears *studded leather armour of lightning resistance*.
- He wields a *+2 scimitar* and a *+1 dagger*.

Warden

Warden is a warforged, a construct-like creature from another world. Warden made its way to our world presumably after being corrupted by the power of Hadar. The twisted creature now stalks Faerûn; is willing to fight for any cause, so long as it is able to slay creatures and feed their life force to its dark god.

Warden is a tall metallic creature with glowing green eyes. It wears a tattered black cloak, and its metal body is covered in a strange, purple, organic substance. It is a stoic creature of few words, has no will or ambitions of its own; only seeks to feed its master.

WARDEN'S STATISTICS
Warden is a warforged **warlock of the hexblade** (see Appendix B) with the following changes:

- It is chaotic evil. It can speak Common and Deep Speech.
- It has composite plating instead of a breastplate, giving it an AC of 21.
- It is resistant to poison damage, has advantage on saving throws against poison, and is immune to disease.
- It doesn't need to eat, sleep, drink, or breath; doesn't suffer the effects of exhaustion due to lack of rest; and magic can't put it to sleep.
- It has *arms of Hadar* and *hunger of Hadar* on its list of known spells.
- It has a magic armblade fused to its right arm. This armblade functions as a *+1 longsword* and can be used by Warden as an arcane focus.

XHALTH DLARDRAGETH

Xhalth is a member of the Daemonfey, a group of sun elves of fiendish blood. They are led by Xhalth's aunt, Sarya Dlardrageth. Both Xhalth and his aunt are driven by a mix of rage and pride. They believe that their mix of demonic and elven blood makes them superior to other beings; are angered by the fact that they were rejected and imprisoned by their fellow elves long ago.

Having escaped their bonds, they now seek to bring the blessing of demonic blood to their fellow elves; conquering those who accept their gift, while mercilessly eliminating those who reject it. However, while united in their goals, the two of them have very different ways of going about it.

Sarya believes they need to be subtle in their schemes until the time is right. She has a number of secret underground lairs scattered across Faerûn. From them, she sends out her minions to discreetly abduct sun elves. These sun elves are forcibly bred with demons; their offspring being indoctrinated into the Daemonfey from birth.

Xhalth patiently followed her for a time but eventually grew tired of all the hiding and secrecy. As such, he formed a splinter faction of sorts. Taking some of the demon-blooded elves with him, he established an army of half-breeds, monstrosities and rejects known as the Hellgate Brotherhood. They act as a group of mindless raiders and conquerors, often targeting elven settlements.

The two sides to the Daemonfey work well together. The Hellgate Brotherhood helps to attract attention away from Sarya, and masks her activities. It's also believed that Sarya is subtly manipulating the Hellgate Brotherhood from behind the scenes, pushing Xhalth's fury in directions that will allow her to further her own complicated schemes.

Xhalth is a large, muscular cambion. He has six arms and scaled olive-green skin. He has a shaved head and is always bare-chested. He is a creature of pride and aggression. He cares little for most of his followers, except perhaps his fellow demon-blooded elves (and even they are considered expendable if need be). Despite this, he manages to be surprisingly charismatic and cunning when the situation calls for it.

XHALTH'S STATISTICS
Xhalth is a **marilith** with the following changes:

- He is Medium and isn't a demon. He speaks Abyssal, Common, and Elven. He lacks the Telepathy trait.
- He has a speed of 30 feet, and darkvision out to 60 feet.
- He lacks the Truesight trait, as well as the Tail and Teleport actions.
- He has advantage on saving throws against being charmed and magic can't put him to sleep.

YASHAR

Yashar is a mercenary who is willing to take any job, so long as the pay is good. He was once a human, however that changed when he acquired a lost relic for a tribe of yuan-ti. The yuan-ti rewarded him with a potion that they claimed would grant him eternal youth. The potion did as the yuan-ti promised, albeit at the cost of transforming him into a medusa.

Since becoming a medusa, Yashar has taken many different jobs and received many different rewards. In return for doing some guard duty for some drow, he was rewarded with a pair of magic items. In return for a successful assassination mission, some Thayan wizards rewarded him with magic tattoos that granted him innate spellcasting abilities.

Yashar is short yet lithe and hardy. He is always looking for more work to do, and has a reputation for being highly professional and capable. Once a deal has been made, he does his all that he can to fulfil his side of the bargain, no matter what it entails.

YASHAR'S STATISTICS
Yashar is a **medusa** with the following changes:

- He speaks Common and Undercommon.
- He wears *bracers of defence*, giving him an AC of 17.
- He wields a *+2 shortsword* and a *+2 shortbow*.
- He has the Innate Spellcasting and Sneak Attack traits.
- He has a challenge rating of 8 (3,900 XP).

  Innate Spellcasting. Yashar's innate spellcasting ability is Charisma (spell save DC 13). He can innately cast the following spells, requiring no material components:

  At will: *detect magic*, *mage hand*, *misty step*
  3/day each: *detect thoughts*, *dispel magic*, *true seeing* (self only)

  Sneak Attack (1/Turn). Yashar deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Yashar that isn't incapacitated and Yashar doesn't have disadvantage on his attack roll.

ZENOBIA

Zenobia is a dwarf adventurer from another world. Long ago, she was banished to Faerûn from her own world by an evil wizard. Since then, she has searched for a way home, has gone on many adventures, and made quite a name for herself.

Her most recent adventures have led her to a strange, stone archway. By speaking the archway's command word she can cause a portal to open beneath it. The portal leads to

another world, though the world it leads to is always different and seems to be entirely random.

The portal is two-way, allowing folk to move back and forth between the two worlds. However, after 24 hours the portal closes, and can't be opened again for another 24 hours. Zenobia opens the portal once every couple of days, hoping the portal will eventually lead her to her home world.

Unfortunately for Zenobia, there is often little way to tell what world the portal leads to without stepping through the portal and looking around for clues. Doing so is dangerous, as she only has 24 hours to explore each new world, and the worlds the portal opens to are often home to monsters. As such, she's always on the lookout for adventurers to join her in exploring these brave new worlds.

Zenobia is a fair-skinned dwarf with golden hair. Her hair and beard are braided. Zenobia is friendly and personable, however there is also a strength and determination to her. She seeks to find her way home and won't allow herself to be distracted from her mission.

ZENOBIA'S STATISTICS

Zenobia is a dwarf **veteran** with the following changes:

- She is lawful good. She speaks Common and Dwarvish.
- Her speed is 25 feet, and she has darkvision out to 60 feet.
- She has resistance to poison damage and advantage on saving throws against poison.
- She wears plate armour, giving her an AC of 18.
- She wields two warhammers instead of a longsword and shortsword. She can make two warhammer attacks with her Multiattack, or three warhammer attacks if she has both her warhammers drawn.

Appendix A: Magic Items

Astrolabe of Nimbral

Wondrous item, artefact

The *Astrolabe of Nimbral* looks like a cross between a printing press and a pipe organ. It is a large and cumbersome piece of apparatus covered in an assortment of levers, knobs, and buttons. It was made long ago by wizards from the island nation of Nimbral. However, they came to fear its potential for destruction, and so locked it away deep in a treasure vault.

The astrolabe stayed hidden for a time, until it was eventually stolen by an enterprising group of adventurers led by Dwalimar Omen. When Dwalimar died, the device was once more hidden away. The astrolabe is highly sought after for its ability to transport large groups of people great distances in an instant.

Greater Teleportation. The *Astrolabe of Nimbral* can be affixed to an object (such as a vehicle or tower) made of up to twenty 10-foot cubes. Affixing the astrolabe to an object takes 8 hours, after which the astrolabe becomes ready to use.

While the astrolabe is ready to use, you can use an action to pull one of its levers, causing the affixed object to teleport to a random location on the same planet. Alternatively, you can spend a minute pulling levers and pressing buttons to program in a specific destination. The destination must be on the same planet as you, and you must know the destination's longitude and latitude.

Attempting to program a specific destination requires you to make a DC 20 Intelligence check. On a success, the affixed object teleports precisely to the location specified. If the check fails by 4 or less, the affixed object teleports to a random location within 100 miles of the intended location. If the check fails by 5 or more, the affixed object teleports to a completely random location.

When the affixed object teleports, everything within the object is teleported with it. The astrolabe only changes the object's the longitude and latitude. The object retains its elevation, relative to the planet's surface.

Other Properties. The *Astrolabe of Nimbral* is said to be powered by a fallen star containing the essence of a great old one. It teleports objects by drawing upon the eldritch energies of the Far Realm. Some claim the wizards of Nimbral sealed it away because they were plagued by visions of the Far Realm consuming Toril; feared that overuse of the astrolabe could open up rifts in reality.

Destroying the Astrolabe. The only way to destroy the *Astrolabe of Nimbral* is by transporting it to the Far Realm. It must remain there for 1,001 years, as the eldritch energies slowly unravel its existence.

Gatekeeper's Crystal

Wondrous item, artefact (requires attunement)

The *Gatekeeper's Crystal* is made up of three shards, which come together to form a three-pointed star. Each shard is carved from onyx and entwined with an unknown metal; can be attuned to individually. The origins of the crystal are unclear, though the destruction it has caused is well-documented.

Many nefarious individuals and organisations seek the completed crystal for their own sinister purposes. There are also a number of heroic organisations who seek to gather the crystal's shards, in the hopes of locking them away and preventing anyone else from using them.

Random Properties. The shards of the *Gatekeeper's Crystal* have the following random properties:

- 2 major beneficial properties
- 2 major detrimental properties

Shard Seeker. While holding one of the shards, you know the direction and distance of the other shards, providing they are on the same plane of existence.

Antimagic Field. While holding one of the shards, you can use an action to speak its command word, causing a sphere of antimagic, as in the *antimagic field* spell, to radiate from the shard. You choose the size of the sphere, it can be anything between 5 feet and 1 mile in radius. On your subsequent turns, you can use a bonus action to alter the size of the sphere. The antimagic field lasts until you use an action to speak the shard's command word again, or until you are no longer holding the shard.

If you are holding two shards, you gain more control over the type of magic affected by the antimagic field. When you activate or alter the size of the antimagic field, you choose which schools of magic are and are not affected by the antimagic field. For example, you might choose for the antimagic field to only negate necromancy spells and magical effects, or might choose for it to negate all magic except evocation magic.

If you are holding all three shards, when you alter the size of the antimagic field, you can also alter its shape. The antimagic field can be a sphere centred on the *Gatekeeper's Crystal*, or a series of connected 10-foot cubes. You choose how many cubes there are and where they're positioned, however they must originate from the space containing the *Gatekeeper's Crystal* and can't extend more than a mile from it.

Ward Breaker. If you are holding a shard, and the two other shards are also being held by creatures within 5 miles of you, you can use an action to speak a special command word. Doing so causes two beams to shoot out of each of the shards; each beam meeting up with a beam from one of the other shards, forming a triangle.

All magic effects within the triangle are immediately dispelled. Permanent wards and *mythals* within the triangle are destroyed, the magic stored within them often being released destructively. When this property is used, each shard has a 50 percent chance of being teleported to a random plane of existence.

Destroying the Crystal. Some legends claim the *Gatekeeper's Crystal* can only be destroyed by the Gatekeeper, a mysterious figure from the Outer Planes, said to be involved with the crystal's creation. Others say that the crystal can only be destroyed by turning its own destructive properties back on itself; the shards somehow being placed at the centre of one of their own ward-shattering triangles.

Starfire Sceptre

Rod, artefact (requires attunement)

Thousands of years ago, there was a cataclysmic war between giants and dragons. Many died in the war, but one of the more notable casualties was a primordial fire giant known as the Star Titan. He was incredibly powerful and posed a great threat to the dragons. As such, a group of cunning red dragons set an ambush for him; working together to kill him when he least expected it.

Not content to let things end there, the dragons then drew upon the dying titan's essence to craft a powerful artefact which became known as the *Starfire Sceptre*. This artefact has been lost and rediscovered many times since its creation. Tales exist of vile drow using this sceptre to raze entire villages, and of brave heroes using it to turn the tide of battle against armies of invading trolls.

The *Starfire Sceptre* is a golden rod with a draconic motif. The head of the sceptre is a large ruby. The sceptre is coveted by red dragons and hunters of red dragons alike. The sceptre may turn up in the treasure hoard of a red dragon, or might be the enshrined relic of a famous dragon hunter.

Magic Weapon. The *Starfire Sceptre* can be wielded as a magic club that grants a +3 bonus to attack and damage rolls made with it. When you hit a dragon with this weapon, the dragon takes an extra 2d6 bludgeoning damage. For the purpose of this weapon, “dragon” refers to any creature with the dragon type, including dragon turtles and wyverns.

Random Properties. The *Starfire Sceptre* has the following random properties:

- 3 minor beneficial properties
- 1 minor detrimental property

Spells. The sceptre has 7 charges and regains 1d4 + 3 expended charges daily at dawn. While holding the sceptre, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 18) from it: *fire storm* (3 charges), *fireball* (1 charge), or *wall of fire* (2 charges). You can also use a reaction and expend a charge to cast the *shield* spell from it.

Fire Guard. While holding the sceptre, you can use a bonus action to speak its command word, causing the sceptre's head to emit light in a 30-foot radius and dim light for an additional 30 feet. While in the sceptre's bright light, creatures have resistance to fire damage. The light lasts until you use a bonus action to speak the command word again or until you drop or sheathe the sceptre.

Dragon's Reprieve. If a red dragon dies within 300 feet of the sceptre, the dragon's soul enters the sceptre, unless the sceptre already houses a soul. While its soul is housed within the sceptre, the dragon regains hit points equal to the amount of fire damage negated by the Fire Guard property. When the dragon's hit points are fully restored, its body reforms, the dragon appearing in an unoccupied space within 5 feet of the sceptre.

This property is shrouded from all put the most potent magic. A creature attuned to the sceptre does not know of this property, nor does an *identify* spell reveal the existence of this property. A *legend lore* spell may hint at this property, however only a *wish* spell can reveal whether the sceptre presently houses a dragon's soul.

Destroying the Sceptre. The *Starfire Sceptre* can be destroyed by uttering the seven hundred and seventy-seven incantations necessary to release the Star Titan's bound essence. However, these incantations are only known to a well-hidden coven of bheur hags located somewhere in the Frostfell.

Tome of the Dragon

Wondrous item, artefact (requires attunement by a sorcerer, warlock, or wizard of evil alignment)

The *Tome of the Dragon* was written over five hundred years ago by Sammaster, the infamous archmage and founder of the Cult of the Dragon. Sammaster was under the belief that dracoliches would one day rule Faerûn, and the *Tome of the Dragon* contains all his notes on dragons, dracoliches, necromancy, and the dracolich prophecies.

The *Tome of the Dragon* is a thick book, bound in the hide of a red dragon. It is held shut by a golden clasp. The book is unadorned, except for the Cult of the Dragon's fiery symbol, which is displayed prominently in golden gilt upon the front cover.

Explosive Rune. The book contains an explosive rune. When the book is opened, the rune erupts with magical energy in a 20-foot-radius sphere centred on the book. The sphere spreads around corners. Each creature in the aura must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or poison damage on a failed saving throw, or half as much damage on a successful one. The explosion's damage type is chosen at random.

A *dispel magic* spell cast on the book prevents it the explosive rune from triggering. Once the rune has been discharged or dispelled, the rune can't be discharged again for 24 hours.

Reading the Book. Once attuned to the book, you must spend 80 hours reading and studying the book to gain its benefits. A creature who tries to read from the book without being attuned to it is unable to make sense of it and is struck by the *feeblemind* spell (save DC 18).

Adjusted Ability Score. After you spend the requisite amount of time reading and studying the book, your Intelligence and Charisma scores increase by 2, to a maximum 24. Additionally, your Wisdom score decreases by 4, to a minimum of 3. The book can't adjust your ability scores again.

Dracolich Lore. You can reference the *Tome of the Dragon* whenever you make an Intelligence check to recall information about dragons or undead. When you do so, double your proficiency bonus on that check.

Dragon Breath. After you spend the requisite amount of time reading and studying the book, choose a type of chromatic dragon. While this book is on your person, you gain the breath weapon of a wyrmling of that dragon's type. When you spend a short rest perusing the book, you can change which type of breath weapon you possess.

Dragon Master. While this book is on your person, you have advantage on Charisma checks made to interact with dragons and dracoliches.

Necromancy Master. After you spend the requisite amount of time reading and studying the book, you master necromancy magic. You learn all necromancy spells on your class's spell list, and can cast them at any time, expending a spell slot as normal. The necromancy spells do not count towards your class's limit on known or prepared spells.

Undead Master. While holding this book, you have advantage on saving throws against the spells and special abilities of undead.

Other Properties. A creature in possession of the book is slowly driven mad by thoughts and dreams of destructive dracoliches. The creature gradually comes to fear or revere dracoliches; believing they will one day conquer Faerûn.

The book is also said to have a twisted mind of its own. Some even claim the tome holds a copy of Sammaster's consciousness, and that the visions and madness that the book's owners experience is the result of Sammaster's intellect trying to burrow into their mind and take over their body.

Destroying the Book. The *Tome of the Dragon* seems impervious to all harm. Some claim this book can only be destroyed when the prophecies within it come to pass. Others claim that the tome can only be damaged after every dracolich in Faerûn has been destroyed.

Appendix B: NPCs

High Bard

High bards come in many different forms. Some travel from place to place, bringing news and information to the settlements they visit in the form of songs and stories. Others can be found in royal courts; acting as entertainers, advisors, bodyguards and spies.

High Bard

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Dex +7, Cha +9
Skills Acrobatics +7, Deception +9, History +8, Insight +7, Perception +7, Performance +9, Persuasion +9
Senses passive Perception 17
Languages any four languages
Challenge 12 (8,400 XP)

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d12 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Spellcasting. The bard is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *vicious mockery*
1st level (4 slots): *disguise self*, *healing word*, *unseen servant*
2nd level (3 slots): *detect thoughts*, *silence*, *suggestion*
3rd level (3 slots): *fear*, *hypnotic pattern*, *major image*
4th level (3 slots): *dimension door*, *greater invisibility*, *polymorph*
5th level (3 slots): *dominate person*, *greater restoration*, *modify memory*
6th level (1 slot): *mass suggestion*, *Otto's irresistable dance*
7th level (1 slot): *project image*, *teleport*
8th level (1 slot): *dominate monster*, *glibness*
9th level (1 slot): *true polymorph*

Taunt (5/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 17 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Actions

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Paladin

Paladins are warriors who have pledged themselves to a certain cause. While most paladins are associated with pursuing justice and righteousness, others pursue selfish causes, such as conquest and vengeance.

Paladin

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)
Hit Points 187 (22d8 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	10 (+0)	14 (+2)	20 (+5)

Saving Throws Wis +6, Cha +9
Skills Athletics +9, Insight +6, Persuasion +9
Condition Immunities frightened
Senses passive Perception 12
Languages any two languages
Challenge 12 (8,400 XP)

Aura of Courage. While the paladin is conscious, allies within 30 feet of it can't be frightened.

Spellcasting. The paladin is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *cure wounds*, *searing smite*
2nd level (3 slots): *aid*, *branding smite*, *zone of truth*
3rd level (3 slots): *blinding smite*, *crusader's mantle*, *dispel magic*
4th level (3 slots): *locate creature*, *staggering smite*
5th level (1 slot): *banishing smite*, *destructive wave*

Actions

Multiattack. The paladin makes two attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 9 (2d8) radiant damage.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, plus 9 (2d8) radiant damage.

Sorcerer

Sorcerers possess an innate ability to use magic. The fact that magic comes so easy to them often makes sorcerers egotistical. This, combined with the rush that comes from feeling magic coursing through their veins, means sorcerers often need little excuse to begin showing off their magical talents.

Sorcerer

Medium humanoid (any race), any alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	20 (+5)

Saving Throws Con +6, Cha +9
Skills Arcana +4, Performance +9
Senses passive Perception 11
Languages any two languages
Challenge 12 (8,400 XP)

Distant Spell (3/Day). When the sorcerer casts a spell that has a range of 5 feet or greater, it doubles the range of the spell. Alternatively, when the sorcerer casts a spell that has a range of touch, it makes the range of the spell 30 feet.

Empowered Spell (3/Day). When it rolls damage for a spell, the sorcerer rerolls up to 5 damage dice. It must use the new rolls.

Quickened Spell (3/Day). When it casts a spell that has a casting time of 1 action, the sorcerer changes the casting time to 1 bonus action for that casting.

Spellcasting. The sorcerer is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *fire bolt, light, mage hand, minor illusion, ray of frost, shocking grasp*
1st level (4 slots): *chromatic orb, mage armor, shield*
2nd level (3 slots): *mirror image, misty step*
3rd level (3 slots): *fireball, fly*
4th level (3 slots): *greater invisibility, polymorph*
5th level (3 slots): *cone of cold, dominate person*
6th level (1 slot): *chain lightning*
7th level (1 slot): *teleport*
8th level (1 slot): *power word stun*
9th level (1 slot): *time stop*

Subtle Spell (3/Day). When the sorcerer casts a spell, it casts the spell without any somatic or verbal components.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Warlock of the Hexblade

Warlocks of the Hexblade gain their powers through magical pacts formed with masters of the Shadowfell. These warlocks are often mercenaries and adventurers, who pursue their own agendas while being subtly manipulated by the shadowy forces that granted them their powers.

Warlock of the Hexblade

Medium humanoid (any race), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	13 (+1)	12 (+1)	20 (+5)

Saving Throws Wis +5, Cha +9
Skills Arcana +5, Deception +9, Intimidation +9, Investigation +5
Senses passive Perception 11
Languages any two languages
Challenge 12 (8,400 XP)

Hex Warrior. The warlock uses its Charisma modifier, instead of Strength or Dexterity, for its attack and damage rolls.

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 17), requiring no material components:

At will: *disguise self, silent image, speak with dead*
1/day each: *circle of death, demiplane, finger of death, foresight*

Spellcasting. The warlock is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, mage hand, minor illusion, prestidigitation*
1st-5th level (4 5th-level slots): *armor of Agathys, banishing smite, blight, blink, cone of cold, dimension door, dream, fear, hex, hold monster, mirror image, phantasmal killer, shield*

Actions

Multiattack. The warlock makes two attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 7 (2d6) necrotic damage.